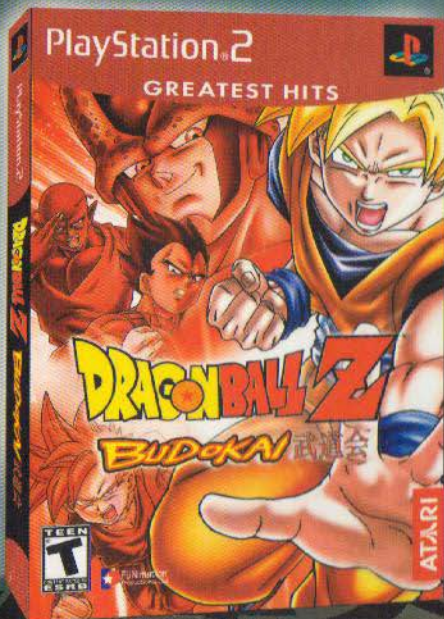


A perfect addition to every DBZ collection!



Register online today!

It's as simple as 1, 2, 3!

1. Go to www.gameregister.com
2. Enter your game's info
3. Select a great offer

Receive exclusive game-related info and other special offers by registering online today! That's it!

Atari will not contact you without your express permission, and does not sell or share registered information. [Privacy](http://www.us.atari.com/privacy_policy.asp)

Information about our privacy policy visit: http://www.us.atari.com/privacy_policy.asp

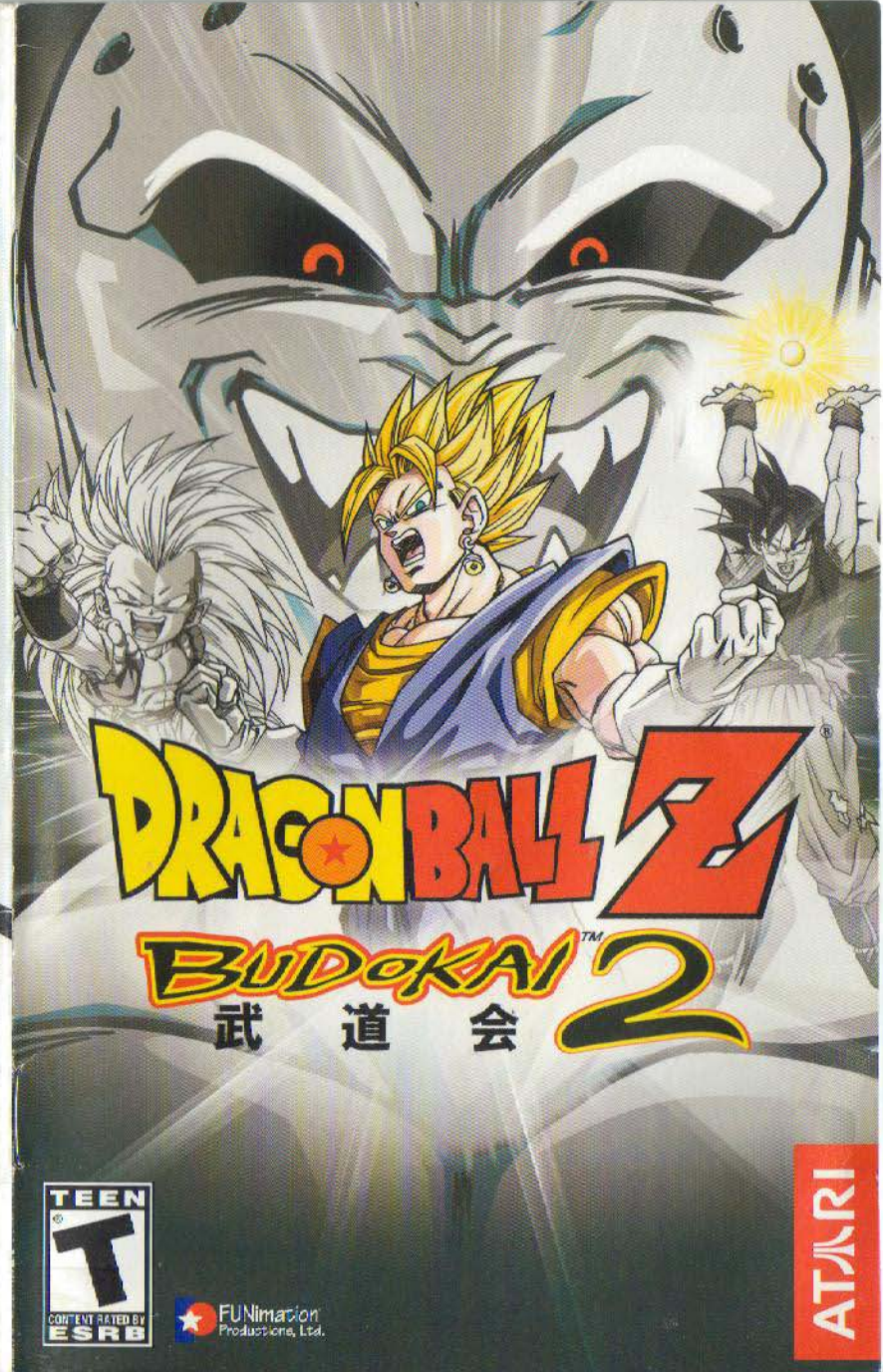
EmuMovies

Atari, Inc. 417 Fifth Avenue, New York, NY 10016, USA. PRINTED IN THE USA.
 © 2003 BIRD STUDIOS/HUEISHA, TOEI ANIMATION. Licensed by Funimation Productions, Ltd. All Rights Reserved. Dragon Ball Z and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION. Developed by Banai. GAME: © BANDAI 2003. Manufactured and marketed by Atari, Inc., New York, NY. All trademarks are the property of their respective owners.



PlayStation 2

Product # 25063M



ATARI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

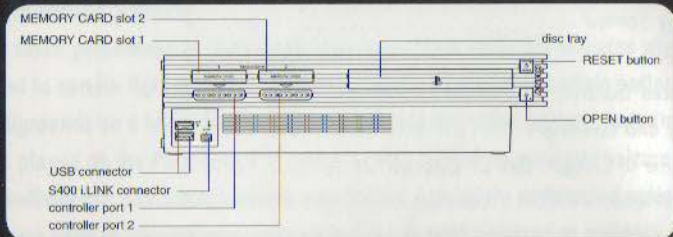
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

<i>Getting Started</i>	2
<i>Controls</i>	3
<i>Advanced Controls</i>	4
<i>Saving and Loading</i>	7
<i>Welcome to Dragon Ball Z® Budokai™ 2!</i>	7
<i>Main Menu</i>	8
<i>Options Menu</i>	8
<i>The Battle Screen</i>	10
<i>Dragon World</i>	11
<i>Duel</i>	13
<i>World Tournament</i>	15
<i>Training</i>	16
<i>Edit Skills</i>	18
<i>Characters</i>	20
<i>Credits</i>	25
<i>Atari Web Sites</i>	27
<i>Technical Support</i>	27
<i>End-User License Agreement</i>	28

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Dragon Ball Z® Budokai™ 2 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 if you wish to load a saved game, create a new game or save a game. Dragon Ball Z® Budokai™ 2 requires 70KB of free space to save your progress in the game.

If you insert a memory card that contains saved data from the original Dragon Ball Z® Budokai game, you will receive bonus skills and characters, depending on how much of the game you had completed.

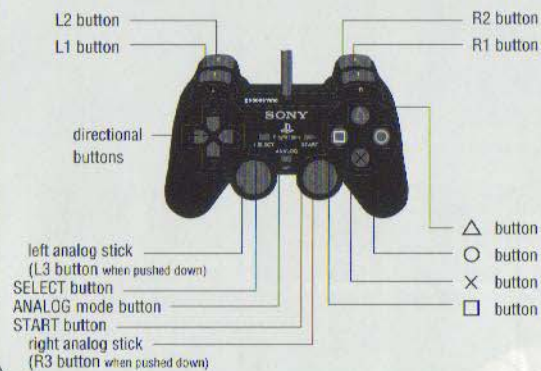
If you insert an unformatted memory card after the initial memory card check, you can still format the memory card by selecting Options from the Main Menu. Select Save/Load, then select Save Game Data.

To copy a saved game from one memory card to another, you must use the PlayStation®2 Browser, which you can access by removing the game disc from the disc tray and pressing the RESET button. Place the memory card that you want to copy saved game data from in one MEMORY CARD slot, and place the memory card that you want to copy data to in the other MEMORY CARD slot.

Select Browser and press the **X** button, then select the memory card with saved game data on it and press the **X** button. Select the Dragon Ball Z® Budokai™ 2 saved game and press the **X** button, then select copy and press the **X** button to copy the saved game data.

CONTROLS

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Directional buttons / left analog stick: Highlight a menu item / Change the settings

X button: Confirm menu item

▲ button: Go back

START button: Skip movie

DRAGON WORLD CONTROLS

Directional buttons / left analog stick: Highlight character / Highlight map point

X button: Select character / Move to map point

▲ button: Deselect character

■ button: Search map point (selected character)

● button: Skip turn (selected character)

R1 button: Edit skills

R2 button: Show statistics

L1 button: Display Dragon Radar

START button: Pause Menu



BATTLE CONTROLS

Directional buttons / left analog stick: Move character

*** button:** Guard

▲ button: Kick

● button: Ki Blast Wave

■ button: Punch

R1 button: Punch + Kick (simultaneous)

R2 button: Punch + Guard (simultaneous)

START button: Pause Menu

Note: You may customize any battle command button in the Options Menu, including the **L1 button** and **L2 button**, which are unused by default. See "Options Menu" on page 8.



WISDOM OF KING KAI™

Take control of the situation.

Battles take place at such impressive speeds, that a single missed command can sometimes cause your demise. I recommend customizing the controls right away to suit your fighting style. (See "Options Menu" on page 8).

ADVANCED CONTROLS

You can do some very impressive moves by combining basic punches, kicks, blocks and movements. Learn the special combos in order to become a stronger, more able warrior.

Advanced Kick / Punch – If you press the left or right **directional button** toward or away from your opponent while pressing Punch (**■ button**) or Kick (**▲ button**), you will unleash a new, more powerful attack. You can even tie combination attacks together.

Gather Ki – Press and hold Guard (*** button**) and double-tap and hold the left or right **directional button** (away from your opponent) to generate Ki. You also generate Ki by landing attacks on your opponent.

Deflect / Return – If you press Guard (*** button**) right before you are hit by a Ki Blast Wave, you can deflect it aside. If you time it just right, you can deflect it right back at your opponent!

Dodge – Press and hold Guard (*** button**) and tap the up or down **directional button** to move in a circle around your opponent. This is especially helpful for getting away from the edge of the ring.



WISDOM OF KING KAI™

Attack alternatives.

Instead of pressing buttons for punch, kick, guard and Ki Blast Wave, you can use the **right analog stick**. Press left for punch, up for kick, right for Ki Blast Wave and down for guard. Diagonal directions also work.

Dash – Double-tap the left or right **directional button** (toward your opponent) to dash toward him at increased speed.

Grapple – Press Punch (**■ button**) and Guard (*** button**) at the same time to grapple your opponent. Every normal character has a special grapple move.

Energy Punch – Press Punch (**■ button**) and Kick (**▲ button**) at the same time to unleash an unblockable Energy Punch. The longer you hold down the buttons, the stronger your punch will be (up to a point). Press the left or right **directional button** while performing an Energy Punch for exciting variations.



WISDOM OF KING KAI™

The fist is faster than the eye.

When two fighters simultaneously connect with an Energy Punch, both are warped into the Burst Zone. You can recognize this place by the speed at which both warriors attack and block. Push any controller button as quickly as you can while in the Burst Zone. If you are the fastest, you will deliver a powerful Knock-Back Attack on your opponent upon exiting the Burst Zone.

Power Kick – Press Kick (**▲ button**) and Guard (*** button**) simultaneously to perform a powerful kick combination. This move varies according to the character you are using. Press the left or right **directional button** while performing a Power Kick to unleash even more moves.

Taunt – Press all four battle buttons (**■ + ▲ + ● + * buttons**) simultaneously to give your opponent a little something extra to think about, and possibly cause him to jump backwards.



SPECIAL ATTACKS

Some of the special attacks in *Budokai™ 2* require more than just landing an initial combination of buttons. For these attacks, you must input additional commands once the attack is launched. You will be prompted to do so by an onscreen graphic (see below).



Power-Up Attack — When you see this graphic at the bottom of your screen, you must start pushing controller buttons or rotating the **left analog stick** or the **right**

analog stick as quickly as possible. You have a limited amount of time to build up your power — the faster you "mash" the buttons, the greater the attack will be. The higher the bar on the bottom of the screen gets, the more damage the opponent will take.



WISDOM OF KING KAI™

Avoidance is the key.

Dodging or interrupting an incoming powerful attack is crucial to survival. Tap Guard (**✕ button**) plus the up or down **directional button** to jump to either side. Try to land an attack while your opponent is powering up to unleash a special attack. If your reaction time is good, you can avoid the most devastating attacks.

Push-Back Attack — Sometimes when an opponent launches an attack at you, you can try to repel that attack before it reaches you. When you see this graphic, rotate the **left analog stick**



or the **right analog stick** or push controller buttons as quickly as you can. The characters will battle it out in a sort of reverse tug-of-war. The player who generates the most power wins. If the attacker wins, then his skill will deal major damage. If the defender wins, then the damage dealt will be minimal.



Surprise Defense — Defenders sometimes get another opportunity to negate a special attack. When you see this graphic, both players must press either the **✕ button**, **■ button**, **● button**,

▲ button or press no button at all. If the defending player presses the same button as the attacker, then he or she avoids some of the damage.

Ultimate Attack — Sometimes a character launches an attack that is so powerful — for example, when Yamcha™ uses his Spirit Ball Attack — that you must enter an additional combination of buttons to make the attack succeed. Press the right buttons in the right order and you'll deal major damage. Fumble your fingers and the attack will fail.

SAVING AND LOADING

Once you start a new game, all progress — including unlocked story chapters and skills — is saved automatically. You must have a memory card (8MB) (for PlayStation®2) with 70KB of free space in MEMORY CARD slot 1 in order to start a new game.

Note: You can only save one game per memory card. If you have a memory card in MEMORY CARD slot 1 and you select New Game, the old game data will be overwritten.

Note: You cannot save your game progress onto a newly inserted memory card if you remove the original memory card from the console.

You can save your current progress to a memory card in MEMORY CARD slot 1 by selecting Options at the Main Menu, then selecting Save / Load, and then selecting Save Game Data.

To load a saved game, select Load Game at the Load Game / New Game screen, which is displayed after the game starts. You can also load a previously saved game by selecting Options at the Main Menu, then selecting Save / Load, and then selecting Load Game Data. You must have a memory card with a saved game in MEMORY CARD slot 1 to load a previously saved game.

WELCOME TO DRAGON BALL Z® BUDOKAI™ 2!

The best Dragon Ball Z® fighting game of all time gets even better. Lead Goku® and his allies through Dragon World in a thrilling single-player quest to find the mystical Dragon Balls®. But beware: Buu® is waiting, determined to destroy everything in his path. Do you have what it takes to survive... and win?





MAIN MENU

After you press the **START button** at the Title Screen you can start a new game or load a previously saved game. You must have a memory card with 70KB of free space in MEMORY CARD slot 1 in order to save your progress. **Warning:** If you start a new game using a memory card that contains a previously saved Budokai™ 2 game, that game data will be erased.

Note: If you have saved data from a Dragon Ball Z™ Budokai™ game on the memory card, you will automatically unlock some capsules. The more of the original game that you unlocked, the more bonus capsules you'll receive!

At the Main Menu, use the **directional buttons** or **left analog stick** to highlight an option, and then press the **X button** to select it.

DRAGON WORLD

Become Goku™ and join with your friends to defeat a seemingly unstoppable force of enemies. (See "Dragon World" on page 11.)

DUELING

Choose a fighter — standard or customized — and battle against your friends or a computer (AI) opponent. (See "Duel" on page 13.)

WORLD TOURNAMENT

Select a warrior — standard or customized — and battle to become the champion. If you are the winner or runner-up you will win prize money, which you can spend on new skill capsules! (See "World Tournament" on page 15.)

TRAINING

Use a character — standard or customized — to practice your fighting moves against a customizable computer opponent. (See "Training" on page 16.)

EDIT SKILLS

After you find skills in Dragon World, you can use them to customize characters. You can also buy skill capsules using any Zenie you have won in World Tournament or found in Dragon World. (See "Edit Skills" on page 18.)

OPTIONS

Change a number of game settings, including opponent strength, controller configuration and more.

OPTIONS MENU

Choose Options from the Main Menu to adjust various game settings. Use the up or down **directional button** to select an option. Press the **X button** to go to that option sub-menu.

GAME OPTIONS

Game Difficulty — Set the difficulty of the Dragon World game from Very Easy to Very Hard.

Com Level — Set the strength of your computer opponents from Very Weak to Very Strong. This determines how well computer-controlled characters attack and block in Duel Mode.

Duel Time — Set the length of duels, from 30 seconds to no time limit.

Exit — Return to the Options Menu.

SAVE / LOAD

Save Game Data — Save your current game progress to a memory card in MEMORY CARD slot 1.

Load Game Data — Load a previously saved game from a memory card in MEMORY CARD slot 1.

CONTROLLER

Press the up or down **directional button** on the controller in controller port 1 or controller port 2 to highlight "Vibration." Press the left or right **directional button** to toggle vibration ON / OFF for that controller.

You can customize the controller by configuring commands your favorite way. First, using the controller that you want to customize, and press the up or down **directional button** to highlight "Config." Press the left or right **directional button** to choose one of two preset configurations (A or B), or customize your own buttons (Cust.).

To set a custom configuration, highlight Cust., then press any controller button (except the **directional buttons**, or **analog sticks**). While holding that button down, use the left or right **directional button** to scroll between different moves. For example, you can assign the command Punch + Kick + Guard (transform, for many characters) to the **R2 button** by holding down the **R2 button** and then pressing the left or right **directional button** until the "P + K + G" symbol is displayed.

Press the **SELECT button** to reset controls to default. Press the **START button** to save your settings and return to the Options Menu.

SCREEN

Brightness Control — Press the **X button** to go to the Brightness Control screen. Use the left or right **directional button** to adjust the monitor brightness. Press the **▲ button** to return to the Screen Menu.

Screen Adjust — Press the **X button** to go to the Screen Adjust screen. Press and hold the **▲ button** and press the **directional buttons** to move the top information panel. Press and hold the **■ button** and press the **directional buttons** to adjust the positioning of the entire screen. Press the **SELECT button** to reset to defaults. Press the **START button** to save your changes and return to the Screen Menu.

SOUND

Speaker – Switch between Stereo and Mono.

Music Volume – Adjust the music volume.

Voice / SFX Volume – Adjust the volume of the in-game voices and sound effects.

THE BATTLE SCREEN



Most of Dragon Ball Z® Budokai™ 2 takes place on the Battle Screen. The following information is displayed on screen during a fight.

WINS (DUEL MODE ONLY)

This shows the number of duels a character has won since you entered Duel Mode from the Main Menu.

HEALTH GAUGE

This is the character's current health. As a character suffers damage, the gauge will turn from green to yellow to orange. (A few very powerful characters start with a blue bar!) When the orange bar disappears, that character is knocked out (K.O.) and loses the battle.

KI GAUGE

This gauge builds up as you successfully land punches, kicks and special attacks on opponents. You can also build up Ki by pressing and holding Guard and double-tapping the left or right **directional button** (away from your opponent). Using some special attacks and Ki Blast Waves depletes your Ki supply. Blocking and using certain skills can also drain your Ki.

DAMAGE

This is the damage this character received from the most recent attack.

TIME

This is the battle's time limit. When the time reaches zero the battle will end, and the character with the most health wins. You can modify the time limit for Duel and World Tournament battles in Game Options.

DRAGON WORLD

Enter the Dragon World and search for the seven Dragon Balls® with Goku® and his friends. Unlock hidden characters, collect new skills and earn Zenie. At the end, if you have found all seven Dragon Balls®, Shenron™ will grant you a wish!

Select Dragon World from the Main Menu. If this is your first time playing, you will automatically start on the first map. Otherwise, you will continue the game on the last map you were on. At each map, you will be prompted to select one or more allies to join you in your adventure.

In addition to searching for Dragon Balls®, you will have a specific goal on each map, such as defeating a certain enemy. Once you complete this goal you will move onto the next map, regardless of whether you have found a Dragon Ball® on that map. It is possible to find more than one Dragon Ball® on a map.

MOVING AROUND THE MAP

The game is played in turns. Each character on the map (except Goku) is represented by his or her portrait. A blue background means the character is an ally; an orange background means they are an enemy. In the lower left corner of the portrait is the character's Health Bar. In the upper right corner is the number of moves the character may make per turn.

Use the left or right **directional button** to scroll between your characters. Press the **X button** to select a character. Press the **▲ button** to deselect a character and choose another one.

Once you have a character selected, press the **directional buttons** to see the map locations to which the selected character can move. Press the **X button** to move to the location that has a red arrow pointing at it. Press the **■ button** to search a map location. Press the **● button** to skip the selected character's turn.

Symbols on the map (see below) indicate items that your character will pick up when he enters a map location. Some items, including all Dragon Balls® beyond map 1, remain hidden until you search that map location.

MAP SYMBOLS



Dragon Radar – Once you have acquired a Dragon Radar, press the **L1 button** to activate/deactivate it. While activated, it will show the direction of the Dragon Ball® from the currently selected character.



Dragon Ball® – Collect seven of these before the end of the Dragon World adventure and Shenron™ will grant your wish!



Skill Capsule – Use skill capsules to customize your character's fighting abilities.



Attack Up – Increases your offensive power.



Defense Up – Increases your defensive power.



Extra Turn: The character that finds this power-up receives one extra move per turn.



Zenie – Increases your funds, which you can use to buy skills in Bulma™'s shop.



Free Ride – Step on Mr. Popo™'s magic carpet to warp to a new map location.



Dende™ – Step here to restore one Health Point.



Battle Conditions – If you battle here, your duel will begin with certain conditions, such as steadily draining energy.

WISDOM OF KING KAI™

You must seek out answers (and other stuff).

Some map items, including Dragon Balls, are hidden and you won't find them unless you search for them. To search a map location, select the character on that location by pressing the **X** button and then press the **■** button. Search often — you never know what you'll find (although sometimes it's not always beneficial).

EDIT SKILLS

Press the **R1** button to display the Edit Skills window. Here you can customize capsules before your next battle. Select a skill slot and press the **X** button to display a list of available skill capsules. Select a skill capsule and press the **X** button to copy it to the selected spot. Select a skill slot and press the **●** button to remove that skill capsule from your character's current abilities. Press the **▲** button close the Edit Skills window.

Press the **R2** button to display the offensive and defensive power for each character on the screen. Use the **left analog stick** to scroll over the map.

Each character on the map has from 1 to 5 Health Points. Each time you lose a duel, you lose one Health Point. If a character is reduced to zero Health Points, that character is removed from the map. You can regain Health Points by moving to a map point where Dende™ is located.

WISDOM OF KING KAI™

Set the pace.

If your opponent covers in your mere presence and will only block your attacks, maneuver around behind him and kickstart the battle.

BATTLE!

Whenever your character and an enemy occupy the same location, there will be a brief dialog between the characters, and then you will have the option to view your skills or to begin the battle. (You must use Edit Skills to change the listed skills before you battle.)

After each duel, the winner remains at the location. (If there is more than one opponent on the same square, you must defeat both of them.)

The loser(s) loses one Health Point and moves back one map square.



The damage mark displayed above the loser indicates that the character is stunned. If you defeat a character with the mark, the Health Points of the character decrease by two points instead of one.

UNLOCKING CHARACTERS

In order to unlock some characters, you must defeat an opponent in Dragon World or Babidi's™ Spaceship with a character that is associated with that character in the animated series. Some examples of famous pairs include Krillin* and Android 18™, Goku* and Frieza*, Gohan* and Cell™, and Hercule™ and Buu*. Some characters can be defeated by more than one character to unlock a different character each time. Here are some examples:

- Tien™ vs. Nappa™ unlocks Yamcha*
- Vegeta* vs. Nappa™ unlocks Nappa™
- Goku* vs. Cell™ unlocks Cell™

DRAGON WORLD PAUSE MENU

Press the **START** button during a Dragon World game to display the Pause Menu. Your choices are:

Exit – Save your progress and return to the Main Menu.

Restart Dragon World – Restart at the beginning of Map 1. **Warning:** You will lose any progress you have made.

DUEL

Select your favorite character and go head-to-head against your rival on any battle stage. The best part about Duel Mode is that you can face off against your friends! (It's also fun to watch two computer opponents battle it out!) Select Duel from the Main Menu to proceed to the Battle Mode screen, then choose one of the following:

1P vs. Com – Human vs. Computer. Human player must use the controller plugged into controller port 1.

1P vs. 2P – Human vs. Human. Each player must use a separate controller.

Com vs. 2P – Human vs. Computer. Human player must use the controller plugged into controller port 2.

Com vs. Com – Computer vs. Computer. Select two fighters and watch them battle it out.

CHARACTER SELECTION

Use the left or right **directional button** to highlight a character portrait and then press the **X button** to choose that character. After you select a character, use the up or down **directional button** to select Normal, Custom or Edit Skills. Choose Normal to use the standard character. Choose Custom to use a character that you have created using the Edit Skills feature. Choose Edit Skills to change the characters skills before the start of this battle (see "Edit Skills" on page 18). Select the Question Mark (?) or press the **■ button** to choose a random character. Press the **X button** to confirm your character selection.

Note: To select an alternate costume, press the up or down **directional button**.



WISDOM OF KING KAI™

Harness the power of nature.

You can cause extra damage to your opponent by knocking her or him into mountains and other large objects. Learn where the break-through spots are in each arena and take advantage of them.

If you are dueling against a computer opponent, you must choose the computer-controlled character before proceeding to the Stage Selection screen. If you are dueling against a human opponent, each player must choose a character before proceeding to the Stage Selection screen.

At the Stage Selection screen, use the left or right **directional button** to highlight a stage and press the **X button** to proceed to the Battle screen.

DUEL PAUSE MENU

Press the **START button** while in Duel Mode to display the Pause Menu. Your choices are:

Continue Battle – Close the Pause Menu and return to the duel in progress. Pressing the **START button** or the **▲ button** will also Continue Battle.

Refer to Skills – Display a list of your character's attack and transformation skills, and the button combinations required to perform these skills

Reselect Character – Return to the Battle Mode screen.

Main Menu – Return to the Main Menu.

Note: You cannot Refer to Skills during a Com vs. Com duel.

WORLD TOURNAMENT

Select World Tournament from the Main Menu to enter a 3-, 4- or 5-round competition against the finest collection of Dragon Ball Z® warriors. Winning a World Tournament, or coming in second place, will earn you Zenie, which you can use to buy capsules in Bulma's™ Skill Shop (see "Edit Skills" on page 18).



WISDOM OF KING KAI™

Think outside the boundaries.

If you knock your opponent out of the ring, you win the match immediately. Try to get yourself in a position where you can push your opponent out of the arena and avoid being pushed out yourself!

There are three World Tournament levels:

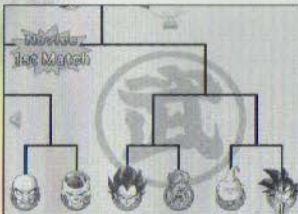
Novice – The Novice tournament consists of three battles, and is perfect for getting used to the game.

Adept – There are four battles in an Adept tournament, and your opponents are stronger and more fierce than in a Novice tournament.

Advanced – You'll have to fight with everything you've got in this five-battle tourney. Here you'll face the strongest, most advanced fighters — all determined to toss you off the stage.

Note: The Adept level will remain locked until you have unlocked enough characters to fill the roster (it takes 16 characters to fill the Adept level roster). Advanced level will remain locked until you unlock all characters. (See "Unlock Characters" on page 13.)

WORLD TOURNAMENT RULES



To play World Tournament, choose it from the Main Menu, then press the up or down **directional button** to select a tournament level (locked levels will not be available). Then, choose the number of human competitors that will compete in the tournament. Next, choose a character for each of the human competitors, just like you would in Duel Mode.

A tournament tree displays upcoming matches. After you see who your next opponent is, press the **X button** to proceed to the ring. The tournament is played elimination-style, so losing one fight means you're out. If you win, you move up the tournament tree. Battles continue until a fighter is K.O.'d or thrown out of the ring.

Important: If you compete in a World Tournament as the only human competitor, you will win Zenie if you place in first or second place — the higher the tournament level, the more you will win. If more than one player competes in the tournament, no prize money will be awarded.



WISDOM OF KING KAI™

Observe your opponent.

It is helpful to observe your opponent in battle before you meet him in battle yourself. Go to Options > Game Options and turn Com Level up to Very Strong. Then go to Duel mode and select Com vs. Com. Pick two opponents and watch their moves. You can even choose one of your custom characters as a Com competitor and see how well it performs at high levels.

WORLD TOURNAMENT PAUSE MENU

Press the **START button** during a World Tournament battle to display the Pause Menu. Your choices are:

Continue Battle – Close the Pause Menu and return to the fight. Pressing the **START button** or the **▲ button** will also Continue Battle.

Refer to Skills – Display a list of your character's attack and transformation skills and the button combinations required to perform these skills.

Main Menu – Quit the tournament and return to the Main Menu.

TRAINING

Here you can practice to your heart's content with the character of your choice, with no worries about Ring-Outs, K.O.s, or, if you so choose, even opponents who fight back. Select a normal or a custom character for yourself, a computer opponent and a stage, then you're ready to go.

You can also take Goten® through a rigorous training regime supervised by different Z Warriors.

PRACTICE MODE

Practice mode is like a regular duel, except that neither opponent can be K.O'd, and you set how reactive your computer opponent will be.

The on-screen display in Practice mode contains a few extra lines of information to help you gauge your most effective attacks and refine your fighting strategies:

Max Hits – Displays the maximum number of successive hits you made in a single attack.

Damage – Displays the damage of the last single attack. (This number only remains on screen briefly.)

Total Damage – Displays the damage of your last combination or special attack. (This number only remains on screen briefly.)

Max Damage – Displays the highest amount of damage you have dealt so far in a combination or special attack.

Attack – Displays the current Attack rating. This rating can be affected by creating a custom character using certain capsules, such as Rage.

Guard – Displays the current Guard rating. This rate can be affected by creating a custom character using certain capsules, such as Old-Style Armor.

PRACTICE PAUSE MENU

At the Battle screen, press the **START button** to display the Pause Menu. Use the up or down **directional button** to highlight any of the following options:

Continue – Close the Pause Menu and return to the Battle screen. Pressing the **START button** or the **▲ button** will also return you to the Battle screen.

Com Action – Use the left or right **directional button** to set how the computer opponent reacts. Choose Do Nothing to make the opponent simply stand there and take a beating. Choose Guard 1 to make the opponent block everything but unblockable attacks. Guard 2 makes your opponent guard most attacks. Match makes the opponent fight back, as if you were in a regular duel.

Com Level – If you choose Match in Com Action, you can use the left or right **directional button** to set the opponent's fighting level to Very Weak, Weak, Average, Strong or Very Strong.

Defend Ki Blast Wave – If you choose Do Nothing, Guard 1 or Guard 2 in the Com Action setting, you can use the left or right **directional button** to set whether the computer opponent will Do Nothing, Deflect, or Deflect Back any Ki Blast Waves thrown at it.

Counterattack – If you choose Do Nothing, Guard 1 or Guard 2 in the Com Action setting, you can turn Counterattack ON or OFF. When Counterattack is ON, an on-screen indicator will display the word "Counter," letting you know that you've broken through your opponent's defenses and can now land combination moves or special attacks.

Break-fall – Use the left or right **directional button** to turn Break-fall ON or OFF. When Break-fall is ON, your opponent cannot be knocked down.

Display – Use the left or right **directional button** to change the on-screen display.

- **Nothing** shows no extra on-screen information.
- **Status** displays data about your attacks and your opponent's attacks.
- **Command** displays on-screen button combinations for each character's attacks.
- **Status and Command** displays both Status and Command information on screen.

Reset Position – Start the practice session over from the initial position and Ki levels.

Skill List – Press the **✖ button** to display the list of skills that require button combinations. Press the up or down **directional button** to highlight a skill and press the **✖ button** to practice that skill. This will show the proper button combination in the Commands bar on screen. When you successfully press the proper button combination, "O.K." will appear on screen, and then the skill will take effect.

Character Select – Return to the Practice mode Character Selection screen.

Main Menu – Exit Training mode and return to the Main Menu.

TRAINING MODE

Select Chapter 1 to begin your training regime. After you complete a chapter you can move onto the next. In each chapter, a Z Warrior will teach you important battle skills and strategies.

EDIT SKILLS

Here you can customize characters, buy skills, view your collection of acquired skills and trade skills between memory cards. **Note:** You must have a memory card in MEMORY CARD slot 1 in order to purchase or organize skills. You must have memory cards in both slot 1 and slot 2 in order to trade skills.



Select Edit Skills from the Main Menu. At the first screen, press the left or right **directional button** to select characters and skills on a memory card in MEMORY CARD slot 1, MEMORY CARD slot 2, trade skills between two memory cards, or view the E.S.S. tutorial on editing skills. Press the **X button** to continue.



WISDOM OF KING KAI™

The educated fighter has the edge.

If you are just starting out, you might be slightly confused about how skills work. My advice is to read the E.S.S. (Exciting Skills System), which is full of descriptions of skills and hints about how to use them.

EDIT CAPSULES

Select Edit Capsules to change skills for the characters that you have unlocked. Press the left or right **directional button** to choose a character and press the **X button** to edit that character's skills.

Press the up or down **directional button** to select a skill slot. Press the **Y button** to remove a skill capsule from that slot. Press the **X button** to open the Skill Type window. Press the left or right **directional button** to choose among Ability, Physical and Support capsules, and press the up or down **directional button** to highlight a skill capsule. Press the **X button** to add the highlighted skill to your character. Press the **▲ button** to go back to the main menu.



SKILL SHOP

At the Skill Shop, you can purchase many kinds of capsules. Each capsule contains one skill. Press the up or down **directional button** to select a capsule. Press the **■ button** to look at the selected capsule's Skill Sheet. Press the **X button** to buy the selected capsule. Press the **▲ button** to return to the Edit Skills Menu.

SKILL LIST

Select Skill List to view the skills that you have acquired. Press the up or down **directional button** to select a skill capsule and press the **■ button** to view the Skill Sheet. Press the left or right **directional button** to select a new page. Press the **▲ button** to return to the Edit Skills Menu.

READING THE SKILL SHEET

The Skill Sheet of a capsule contains information that is useful when deciding how to customize your ultimate warriors.

Rarity – The color bar at the top of the Skill Sheet indicates a capsule's rarity. Basic blue is a common skill, blue with silver is uncommon, blue with gold is rare, and all-gold is ultra-rare.

Skill Name – The name of the skill.

Effects – The skill's effects.

Usage – The conditions required to activate the skill.

SKILL ICONS

- P** **Can Increase** – Skill increases when set repeatedly. Each successive use of that skill will be more powerful, up to a limit of two.
- T** **Can Trade** – Indicates that you can trade this skill with other players.
- N** **Cannot Trade** – Indicates that you cannot trade this skill with other players.
- 1** **Use Once Only** – This skill can only be used once per battle.
- 2** **Number of Slots** – Indicates the number of slots this skill occupies in the Custom Tray.



What's a Skill?

Skills refer to the special abilities that each character possesses. Skills are found in capsules and can be found in Dragon World or bought at Bulma's™ Skill Shop.

There are three types of skills: Ability Skills, Physical Skills and Support Skills. Be sure to get a good handle on what each of these types of skills does!

- Ability Skills** – These red capsules include transformation and death-moves.
- Physical Skills** – These blue capsules include successive attack and throwing skills.
- Support Skills** – These green capsules include armor, medicines and other supplemental abilities.

TRADING SKILLS

Trade skill capsules between two memory cards, each with Dragon Ball Z™ game data saved on it. Select Edit Skills at the Main Menu, then press the Trade Skills icon, and press the **X button** to go to the Trading screen.

Press the up or down **directional button** to select a memory card, then press the **✖ button**. Choose up to four skills you want to trade from the Skill Case, and then press the **✖ button**. Select the other memory card, and choose skills to trade from that card. When you are ready to trade, press the **START button**. You cannot trade skills that your opponent already has. **Note:** Once you trade a skill capsule, it disappears from your memory card.

CHARACTERS



GOKU®

Preferred Move – *Super Spirit Bomb*

Ⓚ, Ⓚ, ▶Ⓚ, Ⓚ, ⓔ

TEEN GOHAN®

Preferred Move – *Father-Son Kamehameha*

Ⓚ, Ⓚ, ▶Ⓚ, Ⓚ, ⓔ



KID TRUNKS®

Preferred Move – *Double Buster*

▶Ⓚ, Ⓚ, Ⓚ, Ⓚ, ⓔ

GOHAN®

Preferred Move – *Super Kamehameha*

Ⓚ, Ⓚ, ▶Ⓚ, Ⓚ, ⓔ



GREAT SAIYAMAN™

Preferred Move – *Justice Carnival*

▶Ⓚ, Ⓚ, Ⓚ, ⓔ



VIDEL™

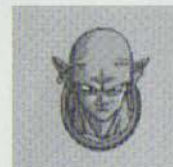
Preferred Move – *Videl's Close Call*

Ⓚ, Ⓚ, Ⓚ, Ⓚ, ⓔ

PICCOLO™

Preferred Move – *Hellzone Grenade*

Ⓚ, Ⓚ, Ⓚ, ▶Ⓚ, ⓔ



KRILLIN®

Preferred Move – *Fierce Destructo Disc*

Ⓚ, Ⓚ, ▶Ⓚ, Ⓚ, ⓔ



YAMCHA®

Preferred Move – *Spirit Ball Attack*

▶Ⓚ, Ⓚ, Ⓚ, Ⓚ, ⓔ



TIEN™

Preferred Move – *Volleyball Fist*

▶Ⓚ, Ⓚ, Ⓚ, Ⓚ, ⓔ



HERCULE™

Preferred Move – *A Present for You*

Ⓚ, Ⓚ, ▶Ⓚ, ▶Ⓚ, ⓔ





SUPREME KAI™

Preferred Move – Majestic Rush

▶ K, K, K, E

DABURA™

Preferred Move – Hell Blade Rush

▶ P, ▶ P, P, K, E



MAJIN BUU®

Preferred Move – Angry Explosion

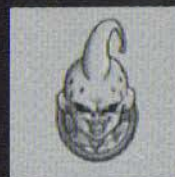
▶ P, P, ▶ P, P, E



SUPER BUU®

Preferred Move – Absorption

▶ P, P, ▶ P, P, E



KID BUU®

Preferred Move – Warp Kamēhameha

P, P, K, K, E

ANDROID 20™

Preferred Move – Life Drain

▶ P, P, P, K, E



CELL™

Preferred Move – Spirit Bomb

▶ P, ▶ P, P, K, E

ANDROID 18™

Preferred Move – Energy Field

▶ P, P, P, K, E



ANDROID 17™

Preferred Move – Power Strike

K, K, ▶ K, K, E

ANDROID 16™

Preferred Move – Hell Flash

▶ P, ▶ P, P, E



FRIEZA®

Preferred Move – Death Ball

▶ P, P, P, K, E

CAPTAIN GINYU™

Preferred Move – Body Change

▶ P, P, P, K, E





RECOOME™

Preferred Move – *Recoome Bomber*

▶ **K**, **K**, **K**, ◀ **K**, **E**

RADITZ™

Preferred Move – *Dynamite Monday*

▶ **K**, **K**, **K**, **E**



NAPPA™

Preferred Move – *Breakstorm*

▶ **P**, **P**, **K**, **E**

VEGETA®

Preferred Move – *Big Bang Attack*

▶ **P**, **P**, **P**, **K**, **E**



TRUNKS®

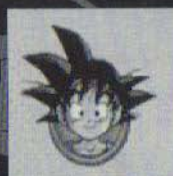
Preferred Move – *Burning Slash*

▶ **K**, **K**, ▶ **K**, ▶ **K**, **P**, **E**

GOTEN®

Preferred Move – *Fusion (Gotenks)*

▶ **P**, **P**, **K**, **K**, **E**



CREDITS

Thanks To

SHUEISHA Inc.
Toei Animation
Brian Smolik
Sue Bogo
Aaron Jay Isaacman

Original Author

Akira Toriyama

Funimation

Productions, Ltd.

Gen Fukunaga
President

Daniel Cocanougher
Executive Vice-President

Cindy Brennan Fukunaga
Vice-President, Marketing

Bob Brennan
Director of Licensing

Jeremy Snead
Licensing Account
Manager

Barry Watson
Vice-President,
Production

Shane Ray
Engineer

Chris Sabat
Voice Director

Scott Saiger
ADR Engineer

Evan Jones
Mix Engineer

Daniel Mancilla
Sr. Editor

Jeremy Jimenez
Asst. Editor

Patti Ringler
Talent Coordinator

Jesse Mancilla
Production Assistant

DBZ Voices

Tiffany Vollmer
Bulma™

Don (Sonny) Strait
Krillin®

John Burgmeier
Tien™, Tiencha,
Saibama™

Christopher Sabat
Vegeta®, Piccolo™,
Recoome™, Yamcha®,
Tiencha, Vegito™,
Shenron™

Justin Cook
Raditz™, Cell™ Jr.,
Super Buu™

Sean Schemmel
Goku™, Gokule, Vegito™

Meredith McCoy
Android 18™

Chuck Huber
Android 17™, Kibito™

Jeremy Inman
Android 16™

Kyle Hebert
Gohan®, Great Saiyaman™

Kent Williams
Dr. Gero™, Supreme Kai™,
Kibitochin™

Linda Young
Frieza®, Mecha Frieza™

Stephanie Nadolny
Teen Gohan®

Chris Rager
Hercule®, Gokule

Eric Vale
Trunks®, World
Tournament Announcer

Dameon Clarke
Cell™

Phil Parsons
Nappa™

Brice Armstrong
Captain Ginyu™

Rick Roberson
Dabura™

Kara Edwards
Videl™, Goten®, Gotenks™

Laura Bailey
Kid Trunks®, Gotenks™

Josh Martin
Majin Buu®, Kid Buu™

Duncan Brennan
Babidi™

Atari

Michael Cucchiarella
Senior Producer

Chris Lundeen
Amy Jordan
Associate Producers

Matt Collins
Senior Brand Manager

Peter Armstrong
Director of Product
Development

Paul Hellier
Director of Technology

Wim Stocks
Sr. V.P. of Sales

Steve Arthur
Director of Marketing

Steve Martin
Director of Creative
Services

Elizabeth Mackney
Director of Editorial &
Documentation Services

Morgan Tomaiolo
Graphic Designer

Kurt Carlson
Documentation Specialist

Paul Collin
Copywriter

Michael Gilmartin
Director of Publishing
Support Services

Donny Clay
Chuck Nunez

Jeff Loney
Q.A. Supervisors

Arif Sinan (CA)
David Degnan (MN)
Lead Testers

Dennis Chan
Kevin Jameel Hogan
Jason Kausch
Stephan Nelson
Alvin Wong
Kenny Yan
Testers

